

```
1 #include <iostream>
2 #include <Windows.h>
3 #include "Key.h"
4
5 void Key::Draw()
6 {
7     HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
8     SetConsoleTextAttribute(console, m_colour);
9     std::cout << "+"; // prints coloured key.
10    SetConsoleTextAttribute(console, kRegularColour);
11 }
```